Amendment to the Claims:

This listing of claims replaces all prior versions, and listings, of claims in the application:

1. (Cancelled)

2. (Cancelled)

3. (Currently amended) The method of claim 2 30, wherein determining the probability that the video clip contains each of the predefined gestures includes evaluations of Hidden Markov Models.

4-6. (Canceled)

7. (Currently amended)   The method of claim 1 30, further comprising displaying a target gesture to be performed by the subject of the video data and wherein said target gesture represents said desired gesture.

8. (Cancelled)

9. (Cancelled)

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10. (Original) The method of claim 9 30, further comprising generating a feature vector for each video frame of the video clip.

11. (Currently amended) The method of claim 1 30, further comprising generating a score based on whether the video clip contains a target gesture.

12. (Original) The method of claim 11, further comprising displaying the score.

13. (Cancelled)

14. (Cancelled)

15. (Currently amended) The system of claim 14 32, wherein the recognition engine includes a plurality of Hidden Markov Models.

16. (Currently amended) The system of claim 14 32, further comprising:

a video source, in communication with the temporal segmentor, to provide the video data to the temporal segmentor.

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17. (Currently amended) The system of claim ~~14~~ 32, further

comprising a move subsystem, in communication with the timing

data source, to provide ~~a~~ said target gesture to be performed by

the subject of the video data.

18. (Original) The system of claim 17, wherein the target

gesture is a dance move that is to be performed by the subject

of the video data.

19. (Currently amended) The system of claim 17, further

comprising a scoring subsystem, in communication with the

recognition engine and the move subsystem, to ~~determine if~~ a

score based on whether the video clip contains the target

gesture.

20. (Original) The system of claim 19, further comprising a

display subsystem, in communication with the scoring subsystem,

to display a score that is a function of whether the video clip

contains the target gesture.

21. (Original) The system of claim 20, wherein the display

subsystem is in communication with the move subsystem and is

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configured to display a gesture request based on the target

gesture.

22. (Cancelled)

23-25. (Canceled)

26. (Cancelled)

27. (Canceled)

28-30. (Cancelled)

31. (New) A method comprising:

receiving audio data which represents music that has a beat

formed of an audibly perceptible periodic pulse contained within

the audio data;

obtaining beat data indicative of said beat data for said

audio data;

playing said audio data, and using said beat to determine a

gesture window associated with said audio data;

obtaining video data during the time of said gesture

window;

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segmenting said video data to form individual frames of video data and investigating said frames to determine gesture probabilities for target gestures contained in said frames; and

determining if a gesture probability associated with said different gestures represents a target gesture to be determined during said frames.

32. (New) A system comprising:

an audio receiving part that receives audio data representing music that has a beat formed of an audibly perceptible periodic pulse contained within the audio data;

a processor, operative to determine said beat data indicative of said beat, and to define a gesture window of time based on said beat, during which gesture window, a specified gesture should occur;

a video device, receiving video, and segmenting said video into a plurality of different frames; and

wherein said processor is also operative to recognize gestures within said frames and determine probabilities of which gestures are represented within the frames and whether the gestures represent a target gesture associated with a specified beat data.

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33.   (New)   A computer program product, tangibly stored on
a computer readable medium, for recognizing gestures in video
data at times associated with music, comprising instructions
operable to cause a programmable processor to:

receive audio data which represents music that has eight
beat formed of an audibly perceptible periodic pulse contained
within the audio data;

obtaining beat data indicative of said beat associated with
said audio data;

play said audio data, and using said beat data to determine
a gesture window associated with the audio data;

obtain video data during a time defined by said gesture
window;

segment said video data to form individual frames of video
data and investigate said individual frames to determine gesture
probabilities indicative of whether target gestures are
contained in said frames; and

determine if a gesture probability represents that a target
gesture has been determined during said frame.

34.   (New) A method as in claim 33, wherein said obtaining
beat data comprises extracting beat data automatically from the
audio data.

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35.   (New) A method as in claim 34, wherein said extracting comprises analyzing a MIDI sequence representing said audio signal, and extracting beat data from a specified channel of the meeting data that represents a drumbeat.

36.   (New) A system as in claim 32, wherein said processor is also operative to analyze said audio data to automatically determine beat data associated with the audio data.

37. (New) A system as in claim 36, wherein said audio data includes MIDI data and said processor analyzes the MIDI data to automatically determine the data from a specified channel of the MIDI data.

38. (New) A computer program as in claim 33, further comprising instructions to automatically analyze said audio data to automatically determine beat data associated with the audio data.

39. (New) A computer program as in claim 38, wherein said audio data includes MIDI data, and said instructions analyze a specified channel of the MIDI data to determine the data from said specified channel.

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